VENGEANCE

GUNS — fires a bullet at your current position

MISSILES — fires a homing missile at you

ENERGY POD (low) gives 5 units of power when shot

ENERGY POD (high) gives 10 units of power when shot

RANDOM 1 — gives either — speeding, 200, 50, invincibility, remove all or nothing

RANDON 2 — gives either — extra life, or nothing

RANDOM 3 — gives either — extra fire, 900, 500, remove all, or nothing

Shooting aliens, or energy pods, increases your power level (the 'select' option gives current power). When sufficient power has been collected, you may attempt to board one of the alien ships. The amount of power is reduced in two ways — firstly there is a fixed amount required to board each kind of ship (the more hits it takes to blow up a ship usually indicates whether it will require a large amount of power to board or not), the power is also reduced constantly as you move the select cursor about the screen — so the closer you can get to the ship you want to board, before entering select mode, the better. Also, moving the cursor over a bullet, or explosion rapidly depletes the power level.

When a ship is boarded you must search through the maze, and find the hidden engine component, shooting any nastys that may happen upon you. Getting killed at this point reduces power to zero, and teleports you back out of the ship.

When all 8 components have been retrieved (one from each of the 8 kind of ships displayed on the 'boarded' option), you must survive to the end of the space station to complete the game.

Controls — Joystick port   2 and spacebar for window options.